The Collapsing Lands are aptly named. Every step you take could see the ground open up like a gaping maw, eager to swallow you whole. But you've heard whispers about a hidden world below, filled with secrets and treasures just waiting to be discovered...

On the edge of peril

This expansion contains 2 dividers and 30 cards bearing a unique ID number (from **B1074** to **B1103**).

If you choose to play with the expansion "On the edge of peril" (not recommended for your first play):

- Store its *Exploration* cards behind the divider.
- Prepare its *Adventure* cards in the game box before you start your game, following the same guidelines as with cards from the base game, and making sure that for each number, green *Adventure* cards are placed before any gold *Adventure* cards.
- Place the "Edge of peril" divider behind the card in the *Adventure* Deck.
- Take a card.

Commonly called "unveilers", these ladybugs – as big as a fist but completely harmless – are familiar to arcanists, treasure seekers, and other intrepid adventurers. Unveilers are attracted to magical emanations like flies to a rotting corpse. Spotting a swarm of these critters is usually a good omen, but maybe some magical items are better left buried.

The unveilers

This expansion contains 6 **unveilers** figures and 30 cards bearing a unique ID number (from **C1104** to **C1133**).

You may prepare the expansion's cards in the game box before you start your game, following the same guidelines as with cards from the base game, and making sure that for each number, green *Adventure* cards are placed before any gold *Adventure* cards.

The legendary alembic of Valengarde disappeared during the conflict between Kel and the Worm Master. Rumor has it that a necrodruidic spell was cast and broke it into several pieces, giving each piece two root-legs. It's now wandering, waiting for the day when it can finally be put back together!

The alembic of Valengarde

Important: Do not open the A box until the game tells you to do so.

This expansion includes 3 **piece of alembic** figures, a "mystery" box – the contents of which you will discover when the game allows you to – and 30 cards bearing a unique ID number (from **D1134** to **D1163**).

You may prepare the expansion's cards in the game box before you start your game, following the same guidelines as with cards from the base game, and making sure that for each number, green *Adventure* cards are placed before any gold *Adventure* cards.

A history book recounting Kel's glorious past; a treatise on rural poetry; an occult book detailing how to perform a sinister necrodruidic ritual... Many books were lost during the conflict between the Protectorate and the Worm Master. They are just waiting to be found by courageous adventurers such as yourselves.

Knowledge is power

This expansion contains 40 cards – including the 20 double-cards – bearing a unique ID number (from **E1164** to **E1203**).

You may prepare the expansion's cards in the game box before you start your game, following the same guidelines as with cards from the base game, and making sure that for each number, green *Adventure* cards are placed before any gold *Adventure* cards.

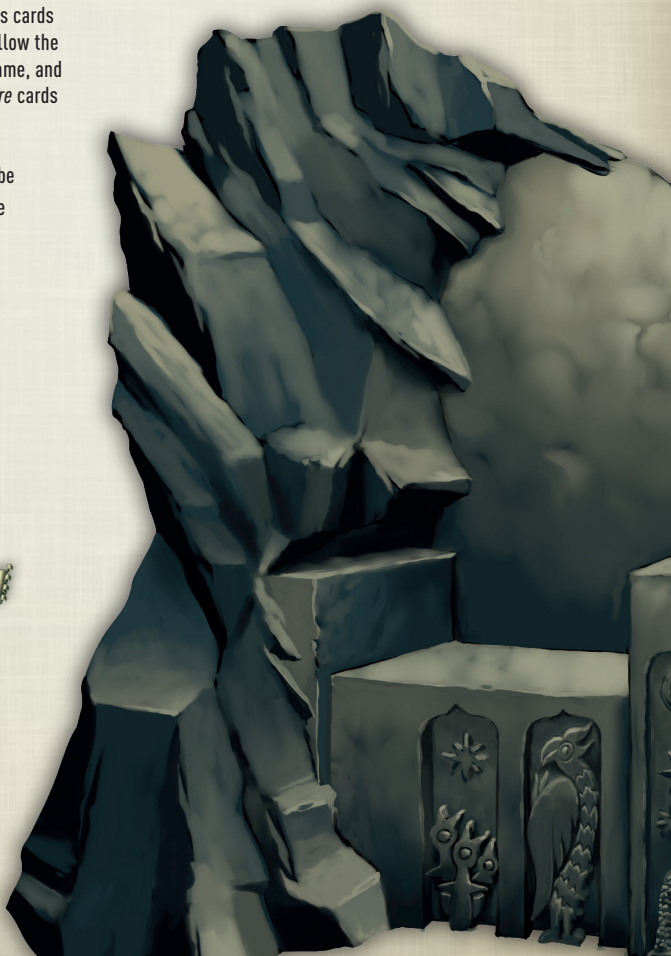
The final throne

This expansion contains a Threat Booklet, a Citadel leaflet, and 126 cards bearing a unique ID number (from **F1204** to **F1329**).

The discovery of a mysterious stone-carved throne in the mansion of an ancient Kellian family will trigger a series of events that will take you to the four corners of the Collapsing Lands.

Once ready to play this new Threat, prepare its cards in the game box before you start your game. Follow the same guidelines as with cards from the base game, and make sure that for each number, green *Adventure* cards are placed before any gold *Adventure* cards.

Also, any *Adventure* cards must always be placed behind the *Adventure* cards of the same color bearing the same number.

the 7th Citadel

Explore. Build. YOU are the hero!